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1. (Currently Amended) A display and input system for integrating service and system functions with gaming functions via a ~~gaming~~ display screen of a gaming device, the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; the gaming device further including a gaming interface incorporated within a the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game; the display and input system comprising:

a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

2. (Original) The display and input system of claim 1, wherein the insertion of an identification card, on which only identification data is embedded, into a card reader activates the systems interface on the display screen.

3. (Original) The display and input system of claim 1, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into a card reader activates the player services interface in the display screen which provides a player access to service features.

4. (Original) The display and input system of claim 1, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into a card reader activates the employee systems interface in the display screen which provides an employee access to system information.

5. (Original) The display and input system of claim 1, further comprising a converter card connected to the additional processor, wherein the converter card enables a systems

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logic process to facilitate communication between the systems interface and a system network which contains system information.

6. (Original) The display and input system of claim 1, further comprising a Y adapter that allows communication between the display screen and both the at least one processor and the additional processor.

7. (Original) The display and input system of claim 1, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

8. (Original) The display and input system of claim 1, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

9. (Original) The gaming system of claim 1, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor supports hard real time processing for hardware applications, and the additional processor supports a graphic user interface,

wherein the at least one processor runs hard real time tasks related to controlling game peripherals;

wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes the audiovisual functionality necessary to generate a wagering game via the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

10. (Original) The display and input system of claim 9, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

11. (Original) The display and input system of claim 10, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game

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display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and a system network.

12. (Original) The display and input system of claim 9, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

13. (Original) The display and input system of claim 12, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

14. (Original) The display and input system of claim 9, wherein the systems logic process and the game display process are separate processes that each comprise an independent thread.

15. (Original) The display and input system of claim 9, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

16. (Currently Amended) A display and input system for integrating service and system functions with gaming functions via a gaming display screen of a gaming device within a gaming system, the gaming system including a system network containing system information; a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; a gaming interface incorporated into a the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game; and a network interface for connecting the gaming device to the system network; the display and input system comprising:

a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and

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wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

17. (Original) The display and input system of claim 16, wherein the systems interface includes system information input and display capabilities.

18. (Original) The display and input system of claim 16, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

19. (Original) The display and input system of claim 16, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

20. (Original) The display and input system of claim 16, wherein the systems interface includes a player services interface and an employee systems interface.

21. (Original) The display and input system of claim 20, wherein the player services interface provides player access to service features selected from a group including beverages, change, and transactions.

22. (Original) The display and input system of claim 20, wherein the employee systems interface provides employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

23. (Original) The display and input system of claim 20, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

24. (Original) The display and input system of claim 20, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

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25. (Original) The display and input system of claim 16, wherein the gaming system includes a game logic process and a game display process that generate a wagering game via the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

26. (Original) The display and input system of claim 16, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor supports hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the at least one processor runs hard real time tasks related to controlling game peripherals;

wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes the audiovisual functionality necessary to generate a wagering game in the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

27. (Original) The display and input system of claim 26, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

28. (Original) The display and input system of claim 27, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

29. (Original) The display and input system of claim 26, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

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30. (Original) The display and input system of claim 29, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

31. (Original) The display and input system of claim 26, wherein the systems logic process and the game display process are separate processes that each comprise an independent thread.

32. (Original) The display and input system of claim 26, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

33. (Original) The display and input system of claim 26, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

34. (Original) The display and input system of claim 26, further comprising a game monitoring unit having a converter card.

35. (Original) The display and input system of claim 34, wherein the game monitoring unit includes a network interface card.

36. (Original) The display and input system of claim 34, wherein the converter card utilizes I2C hardware and signaling.

37. (Original) The display and input system of claim 34, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

38. (Original) The display and input system of claim 16, further comprising a Y adapter that connects the display screen to both the at least one processor and the additional processor.

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39. (Original) The display and input system of claim 16, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information via the display screen.

40. (Original) The display and input system of claim 16, wherein integrating the systems interface via the display screen lowers overall system costs due to hardware elimination and reduces maintenance costs due to fewer hardware parts.

41. (Currently Amended) A display and input system for integrating service and system functions with gaming functions via a ~~gaming~~ display screen of a gaming device, the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game; and wherein the additional processor runs a game display process that includes a audiovisual functionality necessary to generate a wagering game; the gaming device further including a gaming interface produced by the game logic process and the game display process, and that is viewable on a the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; the display and input system comprising:

a systems interface produced by a systems logic process and that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee; wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on a the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems logic process is maintained as a separate process from the game display process;

a converter card enabling the additional processor to communicate with the systems interface and a system network;

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a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

42. (Currently Amended) A display and input system for integrating service and system functions with gaming functions via a gaming display screen of a gaming device within a gaming system, the gaming system including a system network containing system information; a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game; and wherein the additional processor runs a game display process that includes audiovisual functionality necessary to generate a wagering game; a gaming interface produced by the game logic process and the game display process, and that is viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and a network interface for connecting the gaming device to the system network; the display and input system comprising:

a systems interface produced by a systems logic process and that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee; wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on a the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems logic process is maintained as a separate process from the game display process;

a converter card that enables the additional processor to communicate with the systems interface and the system network;

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a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

43. (Currently Amended) A gaming system for integrating gaming functions and system functions via a ~~gaming~~ display screen of a gaming platform in a gaming device, the gaming system comprising:

a system network containing system information;

a network interface for connecting a gaming device to the system network;

a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information ~~in from~~ the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

44. (Original) The gaming system of claim 43, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

45. (Original) The gaming system of claim 43, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

46. (Original) The gaming system of claim 43, wherein the systems interface includes a player services interface and an employee systems interface.

47. (Original) The gaming system of claim 46, wherein the player services interface provides a player access to service features selected from a group including beverages, change, and transactions.

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48. (Original) The gaming system of Claim 46, wherein the employee systems interface provides an employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

49. (Original) The gaming system of claim 46, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

50. (Original) The gaming system of claim 46, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

51. (Original) The gaming system of claim 43, wherein the gaming system includes a game logic process and a game display process that generate a wagering game in the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

52. (Original) The gaming system of claim 43, wherein the gaming device utilizes a multiple processor platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface, and
wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

53. (Original) The gaming system of claim 43, wherein the gaming device utilizes a multiple processor platform, wherein at least one processor supports hard real time processing for hardware applications, and an additional processor supports a graphic user interface, and

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wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes audiovisual functionality necessary to generate a wagering game via the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

54. (Original) The gaming system of claim 53, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

55. (Original) The gaming system of claim 54, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

56. (Original) The gaming system of claim 53, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

57. (Original) The gaming system of claim 56, wherein the message section on the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

58. (Original) The gaming system of claim 53, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

59. (Original) The gaming system of claim 53, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

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60. (Original) The gaming system of claim 53, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

61. (Original) The gaming system of claim 43, further comprising a game monitoring unit having a converter card.

62. (Original) The gaming system of claim 61, wherein the game monitoring unit includes a network interface card.

63. (Original) The gaming system of claim 61, wherein the converter card utilizes I2C hardware and signaling.

64. (Original) The gaming system of claim 61, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

65. (Original) The gaming system of claim 43, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

66. (Original) The gaming system of claim 43, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

67. (Original) The gaming system of claim 43, wherein integrating the systems interface into the display screen lowers overall system costs due to hardware elimination and reduces maintenance costs.

68. (Currently Amended) A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface,

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

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wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the systems interface display screen of the gaming platform; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process; and

a gaming interface produced by the game logic process and the game display process, that is viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform.

69. (Currently Amended) A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the display screen of the gaming platform; and

wherein the additional processor also runs a game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process; and

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a gaming interface produced by the game logic process and the game display process, that is viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to ~~the~~ non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform.

70. (Original) The gaming device of claim 69, wherein insertion of an identification card, upon which only identification data is embedded, into the card reader activates the systems interface on the display screen.

71. (Original) The gaming device of claim 69, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface on the display screen which provides a player access to service features.

72. (Original) The gaming device of claim 69, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface on the display screen which provides an employee access to system information.

73. (Original) The gaming device of claim 69, further comprising a converter card connected to the additional processor, wherein the converter card enables the systems logic process to facilitate communication between the systems interface and a system network which contains system information.

74. (Original) The gaming device of claim 69, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

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75. (Original) The gaming device of claim 69, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

76. (Original) The gaming device of claim 69, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

77. (Original) The gaming device of claim 69, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

78. (Original) The gaming device of claim 77, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and a system network.

79. (Original) The gaming device of claim 69, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

80. (Original) The gaming device of claim 79, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

81. (Original) The gaming device of claim 69, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

82. (Original) The gaming device of claim 69, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

83. (Currently Amended) A gaming system for integrating gaming functions and system functions into a gaming display screen in a gaming device, the gaming system comprising:

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a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the systems interface display screen of the gaming platform; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process;

a network interface for connecting the gaming device to the system network;

a gaming interface produced by the game logic process and the game display process, viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

84. (Currently Amended) A gaming system for integrating gaming functions and system functions into a gaming display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface;

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wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the display screen of the gaming platform; and

wherein the additional processor also runs game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process;

a network interface for connecting the gaming device to the system network;

a gaming interface produced by the game logic process and the game display process, viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the display screen of the gaming platform, wherein the systems interface provides access to ~~the~~ non-gaming system information on the system network through the gaming platform via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

85. (Original) The gaming system of claim 84, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

86. (Original) The gaming system of claim 84, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

87. (Original) The gaming system of claim 84, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

88. (Original) The gaming system of claim 87, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display

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process recognizes when the small region on the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

89. (Original) The gaming system of claim 84, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

90. (Original) The gaming system of claim 89, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

91. (Original) The gaming system of claim 84, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

92. (Original) The gaming system of claim 84, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

93. (Original) The gaming system of claim 84, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

94. (Original) The gaming system of claim 84, further comprising a game monitoring unit having a converter card.

95. (Original) The gaming system of claim 94, wherein the game monitoring unit includes a network interface card.

96. (Original) The gaming system of claim 94, wherein the converter card utilizes I2C hardware and signaling.

97. (Original) The gaming system of claim 94, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

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98. (Original) The gaming system of claim 84, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

99. (Original) The gaming system of claim 84, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

100. (Currently Amended) A gaming device having a display screen and a card reader, the gaming device comprising:

- a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface, and

- a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

- a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information in from the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

101. (Currently Amended) A gaming system for integrating gaming functions and system functions into a gaming display screen in a gaming device, the gaming system comprising:

- a system network containing system information;

- a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface;

- a network interface for connecting the gaming device to the system network;

- a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

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a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information in from the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee.

102. (Currently Amended) A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,

a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information in from the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

103. (Original) The gaming device of claim 102, wherein the insertion of an identification card, upon which only identification data is embedded, into the card reader activates the systems interface on the display screen.

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104. (Original) The gaming device of claim 102, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the display screen which provides a player access to service features.

105. (Original) The gaming device of claim 102, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the display screen which provides an employee access to system information.

106. (Original) The gaming device of claim 102, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

107. (Original) The gaming device of claim 102, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor comprises a plurality of processors that support hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

108. (Original) The gaming device of claim 107, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

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109. (Original) The gaming device of claim 108, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and a system network.

110. (Original) The gaming device of claim 107, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

111. (Original) The gaming device of claim 110, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

112. (Original) The gaming device of claim 107, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

113. (Original) The gaming device of claim 107, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

114. (Currently Amended) A gaming system for integrating gaming functions and system functions into a ~~gaming~~ display screen in a gaming device, the gaming system comprising:

- a system network containing system information;
- a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,
- a network interface for connecting the gaming device to the system network;
- a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;
- a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information ~~is~~ from the system network through the

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gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

115. (Original) The gaming system of claim 114, wherein the systems interface includes system information input and display capabilities.

116. (Original) The gaming system of claim 114, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

117. (Original) The gaming system of claim 114, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

118. (Original) The gaming system of claim 114, wherein the systems interface includes a player services interface and an employee systems interface.

119. (Original) The gaming system of claim 118, wherein the player services interface provides a player access to service features selected from a group including beverages, change, and transactions.

120. (Original) The gaming system of claim 118, wherein the employee systems interface provides an employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

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121. (Original) The gaming system of claim 118, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

122. (Original) The gaming system of claim 118, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

123. (Original) The gaming system of claim 114, wherein the gaming system includes a game logic process and a game display process that generate the wagering game via the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

124. (Original) The gaming system of claim 114, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor comprises a plurality of processors that support hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

125. (Original) The gaming system of claim 124, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

126. (Original) The gaming system of claim 125, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control

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of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

127. (Original) The gaming system of claim 124, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

128. (Original) The gaming system of claim 127, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

129. (Original) The gaming system of claim 124, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

130. (Original) The gaming system of claim 124, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

131. (Original) The gaming system of claim 124, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

132. (Original) The gaming system of claim 114, further comprising a game monitoring unit.

133. (Original) The gaming system of claim 132, wherein the game monitoring unit includes a network interface card.

134. (Original) The gaming system of claim 132, wherein integrating the systems interface into the display screen lowers overall system costs due to hardware elimination and reduced maintenance costs.

135. (Currently Amended) A gaming system for integrating gaming functions and system functions into a gaming display screen in a gaming device, the gaming system comprising:
a system network containing system information;

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a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface, and wherein the gaming device connects directly to the system network;

a gaming interface incorporated into the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information in from the system network through the gaming platform to a casino player or employee via the display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network.

136. (Currently Amended) A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface, and

a gaming interface that is viewable on the display screen of the gaming platform, wherein the gaming interface enables a player to participate in a wagering game;

a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface on the display screen of the gaming platform which provides a player access to service features; and

an employee systems interface, wherein insertion of an authorized employee identification card, on which only identification data is embedded, into the card reader activates the employee systems interface on the display screen of the gaming platform which provides an employee access

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to non-gaming system information through the gaming platform via the display screen of the gaming platform.

137. (Currently Amended) A method of integrating gaming functions and system functions into a ~~gaming~~ display screen of a gaming platform in a gaming device, wherein the gaming device includes ~~a display screen and~~ a card reader, the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate the wagering game, and by running a game display process that includes audiovisual functionality necessary to generate a wagering game and that writes to the display screen of the gaming platform in the gaming device;

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the display screen of the gaming platform;

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process; and

enabling activation of the systems interface, wherein insertion of an authorized identification card, upon which only identification data is embedded, into the card reader activates the systems interface in the display screen of the gaming platform which provides access to non-gaming system information in a system network through the gaming platform.

138. (Currently Amended) A method of integrating gaming functions and system functions into a ~~gaming~~ display screen of a gaming platform in a gaming device, wherein the gaming device includes ~~a display screen and~~ a card reader, the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate a wagering game, and by running a game display process that includes audiovisual functionality necessary to generate the wagering game and that writes to the display screen of the gaming platform in the gaming device;

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the display screen of the gaming platform;

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generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process;

enabling activation of a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the display screen which provides a player access to service features by accessing non-gaming system information in a system network through the gaming platform; and

enabling activation of an employee systems interface, wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the display screen of the gaming platform which provides an employee access to non-gaming system information in a system network through the gaming platform.

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Claims Rejections

Claims 1-138 are pending in the present application and were rejected in the Office Action dated July 18, 2003, under 35 U.S.C. §103(a) as being unpatentable in view of Raven et al. (U.S. Patent No. 5,429,361). Applicants respectfully traverse this rejection. However, in order to provide clarification only, claims 1, 16, 41-43, 68, 69, 83, 84, 100-102, 114, and 135-138 have been amended. The remainder of the claims are dependent claims and, as such, depend from their respective independent claims. For brevity, only the bases for the rejection of the independent claims are traversed in detail on the understanding that the dependent claims are also patentably distinct over the prior art as they depend directly from their respective independent claims. Nevertheless, the dependent claims include additional features that, in combination with those of the independent claims, provide further, separate, and independent bases for patentability.

The Examiner states:

Raven et al. discloses a gaming machine information, communication, and display system for automating maintenance, accounting, security, player tracking, event recording, player interaction, and other functions for a plurality of gaming machines. The system has display and data entry means for a player or employee to interact with the system. Furthermore, in addition to gaming functions, the system downloads data from the central data processor to each individual gaming machine.

Paper 10, Pg. 2, Sec. 3.

Claims Rejections - 35 U.S.C. §103(a) - Claims 1, 16, 20, 41, 43, 68, 83, 84, 100-102, 114, 118, and 135-138

Specifically, regarding claims 1, 16, 20, 41, 43, 68, 83, 84, 100-102, 114, 118, and 135-138, the Examiner admits that Raven et al. lacks the disclosure of "integrating the systems interface display system into the gaming screen used to display the gaming information."

However, the Examiner states:

Regarding Claims 1, 16, 20, 41, 43, 68, 83-84, 100-102, 114, 118, and 135-138, to one having ordinary skill in the art at the time of applicant's invention, integrating game play and service systems into a single interface display system were well

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known. It would have been obvious to integrate the systems interface display system into the gaming screen used to display the gaming information.
Paper 7, Pp. 3-4.

Examiner's Response to Applicant's Previous Arguments – Paragraph 7

In paragraph 7 of the Office Action dated July 18, 2003, regarding claims 1, 16, 20, 41-43, 68, 69, 83, 84, 100-102, 114, 118, and 135-138, the Examiner bolsters his position that “integrating the systems interface into the gaming screen used to display gaming information” is well known in the art. In particular the Examiner cites Walker et al. (U.S. 6,068,552) as showing a game screen display (210) which doubles as the game screen and the game customization screen as shown in figures 3-6. The Examiner also cited several other patents in support of this position.

Applicant agrees with the Examiner that Walker et al. (U.S. 6,068,552) shows a game screen display (210) which doubles as the game screen and the game customization screen. Applicant also agrees that the other cited patents support the same position. However, this is not the statement that the Applicant was trying to exemplify in the language of the claimed invention. Specifically, the Applicant intended to refer to a systems interface for displaying non-gaming system information through a gaming platform. Walker et al. and the other references cited by the Examiner refer to gaming customization and other gaming related information. In this regard, the Applicant has amended claim 1 (and has corresponding amended the other independent claims) to recite “a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the display screen of the gaming platform.” (Emphasis on amended claim language).

Accessing gaming information (such as game customization parameters) on the display screen of the gaming device is not a difficult or profoundly unusual task, since this gaming information is already resident in the gaming machine. Indeed, accessing gaming information on the display screen of the gaming device is a very different and far simpler task, than accessing non-gaming system information from a system network through the gaming platform using the display screen of the gaming device, as is claimed in the claimed invention of the present application. Accordingly, Applicant has amended the claimed invention to clarify that the systems interface

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accesses "non-gaming system information from a system network through the gaming platform via the display screen of the gaming platform" and is in this manner patentably distinct from the cited references that access gaming information that is already resident in a game device by using the display screen of that gaming device. Therefore, Applicant respectfully submits that these cited references do not support a 35 U.S.C. § 103(a) rejection of claims 1-138, as amended.

Examiner's Response to Applicant's Previous Arguments -- Paragraph 8

In paragraph 8 of the Office Action dated July 18, 2003, the Examiner states, regarding claims 1, 16, 20, 41-43, 68, 69, 83, 84, 100-102, 114, 118, and 135-138, that "Raven et al. (U.S. 5,429,361) clearly suggests to one having ordinary skill in the art at the time of applicant's invention to 'integrate the systems interface display system into the gaming screen used to display gaming information' simply because the user interface (12) is mounted directly next to the gaming display on gaming machine (10)." Respectfully, Applicant submits that the mere positioning of a system display interface near a gaming display interface in a gaming machine is insufficient evidence to produce a *prima facie* case of obviousness for an invention that claims a "systems interface [that] displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the display screen of the gaming platform." (Emphasis on amended claim language).

A gaming system configured in accordance with the Raven patent is shown in Figure 2 of the present application. As is clearly shown, the Raven reference utilizes system components 60 (e.g., the 2 line VF display 60 and the 12 digit keypad 60) instead of a systems interface 20. Moreover, in the configuration disclosed in the Raven reference, the system components 60 connect to the system network 18 directly through the network interface 16.

In contrast, a gaming system configured in accordance with the claimed invention, which includes an integrated display and input system, is shown in Figure 1 of the present application. As is clearly shown, the systems interface 20 does NOT connect to the system network 18 directly through the network interface 16, but rather the systems interface 20 routes information through the gaming platform 70 via display screen 40 before connecting to the system network 18 through the

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network interface 16. This is vastly different than simply combining two components mounted next to each other on a gaming machine.

Respectfully, producing a gaming system with a system interface that routes information through a gaming platform before connecting to a system network is a significantly more complex task (requiring added hardware and software connectivity) than simply connecting system components with a system network through a network interface. Advantageously, since the systems interface 20 routes information through the gaming platform 70 (via the display screen 40) in the claimed invention, the processor of the gaming platform can be utilized to produce an entirely new level of functionality.

Furthermore, the system's interface configuration of the claimed invention is a completely different system design than that disclosed in the Raven patent. Nothing in the Raven reference teaches or suggests the system's configuration of the claimed invention. Moreover, nothing in the Raven reference teaches or suggests that the claimed invention is a modernization of the Raven reference. Respectfully, the Examiner has cited no evidence to support the position that the claimed invention is a modernization of the Raven patent, other than the mere proximity of the user interface next to the gaming machine in the Raven patent. Absent some suggestion in the prior art to create a systems interface 20 that routes information through the gaming platform 70 (via the display screen 40), Applicant respectfully submits that a *prima facie* case of obviousness has not been made. Specifically, the Examiner has cited to no references that teach or suggest, either alone or in combination, a display and input system comprising: "systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the display screen of the gaming platform" as claimed by the amended claims of the present application. Accordingly, Applicant respectfully submits that the 35 U.S.C. § 103(a) rejection of claims 1-138 as unpatentable over Raven et al. has been overcome.